

Revised Edition

Conventional Whist Leads



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Containing every correct first and second lead

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Conventional Whist Leads.

WHEN

To Lead Each Card of the Thirteen Originally,

AND

WHICH CARD

OF THE

Remaining Twelve to Lead on Second Round.

TOGETHER WITH SOME SOUND ADVICE TO PLAYERS.

COMPILED FROM THE HIGHEST AUTHORITIES OF THE TIME.

By H. B. T.

REVISED EDITION.

PHILADELPHIA: J. B. LIPPINCOTT COMPANY.

1892.

By H. B. T.
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TO

HENRY K. DILLARD,

WHOSE SOUND CONSERVATISM, CORRECT JUDGMENT AND EXCELLENT ADVICE
HAVE ADDED SO MUCH TO THE DIGNITY OF OUR GAME, THIS
BOOK IS CORDIALLY INSCRIBED BY HIS FRIEND,

THE AUTHOR.





PREFACE TO THE SECOND EDITION.

SINCE our first edition, efforts have been made to still further simplify the **Original Leads** by reducing them to a minimum, and at the same time preserve intact all the true principles of Whist. In their efforts, the experts and “masters of the game” have been most successful, and the result of their labors will be found herein.

All that is requisite now to learn about the original lead is comprised in **two** leads for each of the Honors, **one** for the 10, and **one** for a small card,—ten in all, out of the endless combinations the cards may present!





These leads have already been adopted by "Advanced Players," and it is confidently believed no further changes can be made with advantage, since a state of perfection appears, after many years, to have been reached. A beautiful system of harmony, uniformity, and simplicity is now presented, which cannot fail to commend itself to all grades of players.

The player who wishes to "go deeper into the matter," and learn a **reason** for every first and second lead, is referred to "**Whist Developments**," fourth edition, by "Cavendish," wherein he will find not only the above, but a full and complete analyzation of **American Whist Maxims**, together with an exhaustive treatise on "**Unblocking**."

H. B. T.

ART CLUB WHIST CLUB,

Philadelphia, January, 1892.





INTRODUCTION.

TO WHIST PLAYERS:



It is the design of this little book to arouse a more general interest in "The noble game of Whist," and especially to demonstrate to thousands who long to play the game (but who are deterred by what they suppose its "multitudinous complications and intricacies"), how little there is for them to learn in order to **begin**. Let all such glance at the following pages, and they will not fail to observe how **few** are the leads, how soon acquired, and with but a moderate amount of study. Why then should all these be deprived of a game, conferring one of the highest orders of intellectual recreation known?



The plays here set forth are also intended to be of great value to the “Moderate Player,” referred to by “Cavendish,” who, thinking he “Knows it all,” so often ruins a hand through ignorance of how to begin, or how to continue. To this class of players it may be said, “If you knew how much more desirable you would be as a partner you would master these few conventional plays;” and again, “As there are the very **best of reasons** for each play, you would soon be desirous of knowing such reasons, and, these once acquired, the plays would remain fixed in your memory, and, becoming more and more interested, you would go deeper into the matter, thus increasing your pleasure in the game **tenfold** (this is no exaggeration), not to mention the delight of your friends!”

The more “Advanced Players” will readily recognize the value of these leads to **others**, but even some of **them** will frequently make a wrong Second Lead (and not always lead correctly at the start), thereby nullifying the willing assistance of their





skilful partners—an assistance so essential to success. To these, therefore, it may also prove a boon.

No claim is made that Whist can be **learned** from these pages. Their object is stated above.

In their presentation, hundreds upon hundreds of hands are not given (which might be done), and the reader then told the “Correct Card” to lead from each, but, adopting somewhat the method of the late eminent English astronomer, Richard A. Proctor (one of the finest Whist players of his day), the student is told **when** to lead a card, irrespective of the thousand and one combinations that may occur, thus almost **immeasurably** reducing his labor.

In conclusion, it is proper to state that no originality is claimed for the **Order of Leads** here set down. All are compiled from living **Masters** of the game, and present in as condensed form as possible, consistent with intelligibility, the improve-



ments, experience and discoveries of successive generations for some hundreds of years down to the present time.

That there will be—that there always are—objectors to **any** system is well known, and it is not expected this humble effort will be any exception. Nevertheless, it is confidently stated that the directions following are eminently correct, that all are founded on **true Whist principles**, and that all are to-day recognized and adopted by the best players (excepting a small minority) throughout the Whist-playing world.

Trusting the book may fulfil its intended mission, I am

Yours faithfully,

H. B. T.

ART CLUB WHIST CLUB,
Philadelphia, January, 1891.





On the Original lead, **generally** open the longest Suit, and

Lead Ace (2 leads).

1. From Ace and any **four** or **more** (except when holding the four Honors or the three highest honors).
2. “ Ace, Qn., Kn., and **one** or **more lower** cards.

The Ace lead generally indicates a suit of five or more cards.

-
1. Keep your eyes fixed on the table—not on your hand—during play.
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Lead King (2 leads).

1. From Kg. with Ace, and **any two**.
2. “ Kg. with Qn., and **any two**.

King is never led from **more** than **four** cards, and generally indicates four cards exactly.



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2. Avoid all mannerisms in play.
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Lead Queen (2 leads).

1. From Qn., Kn., 10, and **one** or **more lower** cards.
2. “ Qn., Kg., and any **three** or **more** cards except Kn.

The Queen lead generally indicates a suit of five or more cards.



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3. Play the high, the low, the winning, or losing card with equal quietness.
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Lead Knave (2 leads).

1. From Kn., Qn., Kg., and any **two** or more **lower** cards.
2. “ Kn., Qn., Kg., Ace, and any **one** or more cards.

Neither Kn. **nor any lower card** is ever led at head of sequence.

The Knave lead always indicates a suit of five or more cards.

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4. It is not fair to hesitate **unnecessarily** during play.
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Lead 10 (1 lead).

From 10, Kn., Kg., and **one** or more **lower** cards.

The 10 lead frequently indicates a suit of five or more cards.



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5. In Whist parlance, “never” and “always” mean **almost** never and **almost** always.
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In all other cases

lead a **small** card, which card must be the original **fourth best**.

The foregoing takes no account of forced leads, nor of Trumps; the play of both being so largely a matter of judgment. The player is also to exercise his judgment as to the propriety of making, at times, an irregular, rather than one of the conventional leads. He then assumes all responsibility for his play.

For **second** lead, follow instructions given in "**American Whist Maxims**,"—the discovery of Mr. Nicholas Browse Trist, of New Orleans, La.

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6. Carefully note partner's and opponent's Call or Echo.
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“American Whist Maxims.”

Apart from the Conventional Leads,

- 1.** When opening a suit with a low card, let that card be the original **fourth best**.

Example:—Kg., 10, 7, 6, 4, 3, etc., lead 6.

- 2.** Having opened your suit with a high card, follow with your original **fourth best**.

Example:—Ace, Kn., 8, 7, 5, 2, lead Ace, follow with 7.

But if a high card remains, **marked in hand**, follow with Fourth Best, **remaining in hand**.

Example:—Kg., Qn., 9, 7, 6, 2, lead Qn., follow with 6.

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7. Exceptional hands demand exceptional treatment, but the responsibility rests with the player.
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“American Whist Maxims.”

(CONCLUDED.)

- 3.** With two **high indifferent cards** remaining, after the opening of your suit, lead next, the **higher** if you opened a suit of **four**, the **lower** if you opened a suit of **five** or more cards.

Example:—Ace, Qn., Kn., 7, lead Ace, then Qn.

Example:—Ace, Qn., Kn., 7, 5, etc., lead Ace, then Kn.

It will be apparent that all the second leads ordered by the maxims presuppose no player to have renounced the first round, nor any other extraordinary fall of the cards to have occurred.

Partner will never trump an original lead of 10, Kn., Qn., Kg., or Ace.

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8. Never lecture your partner, but criticise generously ; remember, you are not infallible.
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Addenda.

The following special **second** leads have been **universally adopted**, being warranted by the rank of the Cards and information conveyed, viz. :

Holding Ace, Kg., Qn., **and one small**, lead Kg., **then** Qn.

“ Kg., Qn., Kn., “ “ “ Kg., “ Kn.

“ Ace, Kg., Qn., Kn. **only**, “ Kg., “ Kn.

“ Ace, Qn., Kn., 10 “ “ Ace, “ 10.

“ Kg., Qn., Kn., 10 “ “ Kg., “ 10.

“ Qn., Kn., 10, 9, “ “ Qn., “ 9.

Strength in Trumps is the most frequent (we had almost said the only) justification for an original irregular lead.



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9. It is more genuine pleasure to the **True Whist Player**, in the skilful management of a single hand, than in the winning of games by simply the preponderance of master cards.
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“Read between the lines.”

Whist players know what this means; for instance:

1. Example:—From Ace, Kg., Qn., and others (**see Queen leads**).
Lead Qn., **then** Ace, if only five cards originally.
“ Qn., “ Kg., “ six or more “ “
2. Example:—From Kg., Qn., Kn., and others (**see Knave leads**).
Lead Kn., **then** Kg., if only five cards originally.
“ Kn., “ Qn., “ six or more “ “
3. Example:—From Ace, Kg., Qn., Kn., and others (**see Knave leads**).
Lead Kn., **then** Ace, if only five cards originally.
“ Kn., “ Kg., “ six “ “
“ Kn., “ Qn., “ seven or more “ “
Etc., etc., etc.

Compare above with Maxim No. 3.



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10. To the uninitiated it may be explained that "Read between the lines" means
"Exercise a little common sense and use your judgment."
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As a corollary to American Whist Maxims, the following **general** instructions are given for

Unblocking Partner's Suit.

If Ace is led originally and Second hand follows suit, Third hand, with any four Cards of the Suit **exactly, retains** his lowest card.

If Qn., Kn., or 10 is led originally, Third hand, with four small Cards of the Suit **exactly, retains** his lowest card.

When next to play, Third hand throws his middle card ; but if he is to return the suit, Third hand throws his highest, though holding three of the suit at the time.



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11. "Study your partner's hand." No success can be achieved by him without your—
nor by you without his—assistance.
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